NEWS

A NEW deal has brought games and pop music closer together than ever... THE MOST famous flight sim ever is coming to the Megadrive... PHONE up your friends and then kill them with Air Warrior... and THE AMIGA is about to turn into a console!

GAMES AND POP MUSIC ARE THE SAME–OFFICIAL

● VIRGIN ● 081 960 2255 ●

The gap between video games and pop music has narrowed — and it's all thanks to Virgin Games! A new tie-up between Virgin and record giant Polygram means that top god-game Mega-lo-Mania will be appearing both as a Megadrive game AND a pop single and dance album!

As well as Virgin's game, Polygram is publishing a single and album, both called Mega-lo-Mania (Goin' All The Way) and use the same "striking" box artwork and should be out now. In addition, the single and album tracks include hidden Mega-lo-Mania playing hints, and the first person to spot them all wins a USA holiday. It looks like the trend's set to continue too, with rival pop firm Telstar sniffing around the games industry as we speak.

BAGS OF FUN

● SPECTRAVIDEO ● 081 902 2211 ●

Spectravideo has just released a new multi-purpose carrying case for £16.99. Multi-case can accommodate a Super NES, Megadrive, NES or Master System, along with all the cables and dongles and — yes! — even some games. You can even use it, just like a real bag. From shops that sell this kind of thing.

RING RING... YOU'RE DEAD!

● ON-LINE ● 081 558 6114 ●

Bored of playing games all on your own? Yes, it's an unsociable past-time, is gamesplaying. It's like being in solitary confinement — but it needn't be! Provided you've got the kit to handle it (namely an SVGA PC and the right leads), the latest version of On-Line's Air Warrior is now available.

In short, Air Warrior is a multi-user combat flight simulation played over the phone like the old Micronet adventure games. Players with the right software can phone up the Air Warrior system and have live dogfights with other on-line players — up to 40 at a time! You have to pay to play, but judging by the system's growing popularity, it's well worth it.

Each night on the Air Warrior "net" is different — phone up on Tuesday, for example, for World War One night, while Friday's is Korean Jet night. The Air Warrior starter pack includes all the disks and documentation you'll need to play, and there's £30 worth of on-line playtime free — but be warned! You need a very rock-hard PC system to play, so check your machine has got the necessary muscle before splashing out.

Your chance to phone up your friends... and then kill them, with On-Line's Air Warrior.

'PROSE GETS MEGA

● MICROPROSE ● 0666 504326

Microprose is the latest in a long line of publishers to be deemed excellent enough to produce games for the Megadrive. Now that they have the official stamp of approval from Sega, the simulation experts will be knocking out a stream of products for the 16-bit wonder, starting this Summer with a conversion of that old favourite, F-15 Strike Eagle II.

It's being hyped as the first real flight simulation for the Megadrive and promises to include all the features from the floppy versions, including six warzones around the world, from the Persian Gulf to the Arctic Circle. In the meantime you can look forward to a full review of F-15 II. And look at this rather nice screenshot as well.

Dakka Dakka kabooom neeeoow etc with F-1% II — soon to arrive on Megadrive.

HMV MEGADRIVE CHART

1. **PGA TOUR GOLF 2** (EA)
2. **STREETS OF RAGE 2** (Sega)
3. **ECCO THE DOLPHIN** (Sega)
4. **WORLD OF ILLUSION** (Sega)
5. **LEMMINGS** (Psygnosis)
6. **TAZMANIA** (Sega)
7. **SONIC 2** (Sega)
8. **ROAD RASH 2** (EA)
9. **CHAKAN** (Sega)
10. **STRIDER** (US Gold)

AMIGA CONSOLE– THE (UN)OFFICIAL STORY!

It's (almost) official! A CD console based around the Amiga will be released by Commodore before this summer!

The unnamed machine will cost, we're told, no more than £199.99 and use the same stunning AGA technology found inside the new A1200. A 68020 processor will make it as fast as a top-grade PC, and the CD format ensures it'll work with all new Amiga CD software.

Unfortunately, no-one we contacted had the spunk to make any kind of comment about the new machine because it's still extremely secret and doubtless, Commodore would have their testicles away if they said anything. But we know (because we're great) that at least ten development teams are currently beavering away like er.., expectant beavers developing games for the new kit. Expect more details and perhaps even some piccies as soon as we can coax someone to tell all.

AMAZING!

Lemmings, Psygnosis' most successful game ever, was turned down TWICE by the company before they finally agreed to publish it!